

EmuMovies

MARIO PARTY 6

INSTRUCTION BOOKLET


NINTENDO
GAMECUBE

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only. Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH ONE, TWO, THREE OR
FOUR PLAYERS AND
CONTROLLERS.



THIS GAME IS COMPATIBLE
WITH PROGRESSIVE SCAN
MODE TVs.



THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.

NEED HELP PLAYING A GAME?

You can visit our website at www.nintendo.com for game play information.

For additional game play tips and news, call Nintendo's Power Line at: 1-825-885-7529.
This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

1-800-521-0900

Available in U.S. and Canada - \$1.50 per minute (U.S. funds)

Please have Visa or MasterCard ready

MON. - SUN. 9:00 a.m. to 7:00 p.m., Pacific Time

Callers under 18 need to obtain parental permission to call. Prices subject to change.

TTY Game Play Assistance: 425-883-8714



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This game is presented in Dolby Pro Logic II. To play games that carry the
Dolby Pro Logic II logo in surround sound, you will need a Dolby Pro Logic II,
Dolby Pro Logic or Dolby Pro Logic IIx receiver. These receivers are sold
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Nintendo

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STORY



BRIGHTON



twila

Brighton and Twila—the sun and the moon—watch over Mario Party World from the sky and host the best parties. The two celestial party animals have always been good friends. That is, until the day Brighton asked Twila, “Who’s more impressive, you or me?”

Brighton and Twila argued furiously about who was more popular and impressive. The sky thundered with the fury of their cataclysmic squabble!

Mario and his party-hearty friends tried to get them to make up, but nothing they said could settle the spat in the sky. That’s when Mario came up with a brilliant plan to harness the power of the Stars to end the feud!

They decided to throw a massive Mario Party to collect Stars and fill the great Star Bank! Determined to end Brighton and Twila’s feud, they started partying right away.

...But will the power of the Stars be enough to end the furious feud?



CHARACTERS



MARIO



LUIGI



PEACH



YOSHI



WARIO



DAISY



WALUIGI



TOAD



KOOPAKID



BOO



TOADETTE



CONTROLS

START/PAUSE

Press while on a game board to pause, then press the A Button to access the pause menu. For more information about the pause menu, see page 24.

L BUTTON

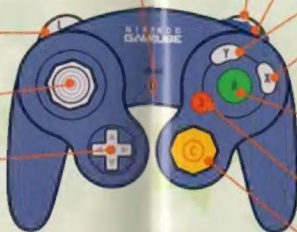
Used to play mini-games and scroll through pages on the mini-game explanation screen.

CONTROL STICK

Move your character or cursor, make menu selections, and scroll around the board.

+ CONTROL PAD

Used to play mini-games.



R BUTTON

Used to play mini-games and scroll through pages on the mini-game explanation screen.

Z BUTTON

Used to practice mini-games.

Y BUTTON

View an overhead map of the entire board.

X BUTTON

Press during your turn to scroll around the board.

A BUTTON

Confirm your selection on a menu or hit a Dice Block.

B BUTTON

Cancel and return to the previous screen.

C STICK

Used to play mini-games.

mini-GAME EXPLANATION



The mini-game explanation screen tells you how to play and gives you tips on how to win.

From the pause menu, you can change the game settings to skip the game explanation screen and jump right to the action. For more information, see page 24.

START/PAUSE

Start playing the mini-game. Press while you're playing the mini-game to see the controls.

Z BUTTON

Practice the mini-game.

L BUTTON/R BUTTON

Press to flip through the mini-game control and advice pages. Every mini-game is played differently, so it's a good idea to read this information before pressing START/PAUSE and playing.

PLAYING THE GAME

GETTING READY

Place the Mario Party 6 Game Disc in the Nintendo GameCube system and close the Disc Cover. Insert a Memory Card into Slot A and the Controller Plug of the Nintendo GameCube Mic into Slot B, then turn the power ON. Press START/PAUSE to skip the opening cinematic.



Empty File



The date of the last saved game and Stars collected.



Playing for the First Time

You'll need to create a game file the first time you play. From the file-selection screen, choose a new file and enter your name to get started. When you finish, you'll be ready to head to the mode-selection screen.

Continuing

To continue your game, choose the game file you want to play on the file-selection screen and press the A Button. To copy a game file, choose Copy and select the empty file you want to copy to. To erase a game file, choose the file you want to erase and select Erase.

MEMORY CARD INFORMATION

Mario Party 6 requires 5 blocks on your Memory Card to save your game. You can save up to three games on a Memory Card.

GAME MODES

Select a game file and choose Play to reach the mode-selection screen. From there, you can access all game modes!

PARTY MODE

page 74

Whoop it up with up to four players in a challenge to collect the most Stars! You can either play a free-for-all Battle Royale match or split into teams for a two-on-two Team Match.

SOLO MODE

page 26

Embark on a single-player expedition for coins and mini-games! Explore three special Solo Mode boards, but watch out for Bowser and his wicked crew of Koopa Kids! Play this mode to collect lots of mini-games.

MIC MODE

page 29

Put your Mic skills to the test! In this mode, you can choose to play Speak Up, a quiz game you can play with up to three of your friends; Star Sprint, a side-scrolling action game you control with your voice; or any Mic Mini-game!

Mini-game Mode

page 34

There's no better place to be if you're in the mood for mini-games! Play all the mini-games you've collected on the Mini-game Tour, or challenge your friends or the CPU to a game of Battle Bridge, Treetop Bingo, Mount Duel, or Decathlon Park. Put your mini-game skill to a solo test at Endurance Alley!

Star Bank

page 40

Spend your hard-earned Stars here to buy all kinds of cool stuff!

OPTION MODE

page 40

Adjust your game settings, listen to Mario Party sounds, and see the all-time mini-game records in this mode.

SAVING

During a Party Mode game, the game will automatically save after the end of each turn. In Solo Mode, the game will save when you finish a board or choose to end your game early.

If you choose to start a new Party Mode game instead of continuing your previous game and the game saves your progress, your old saved game will be deleted.

Please do not switch Memory Cards during a game.

PARTY MODE

GAME SETTINGS

Before you can start partying, you'll need to choose the game settings and rules. If you're playing with someone else, you may want to agree on the rules before starting the game. Player 1 makes the selections.

Choose the Board

See page 22 for more information.



GAME TURNS

Set the number of turns, from 10 to 50, in increments of five.

Number of Players

Character Selection/Teaming Up

Handicap

With the handicap feature, you can give a player or team an advantage by changing the number of Stars they will start the game with.

Once you've chosen the settings, it's time to party!

RULES

Battle Royale

Four players compete in a free-for-all!

Team Match

Players split into teams and go head-to-head!

BONUS STARS

If you choose to play a game "With Bonus," special award Stars will be handed out at the end of the game. See page 15 for more information.

MINI-GAME SETS

Choose the mini-games that can appear during the game. You can choose one of the following options:

All Games

You'll play with all the mini-games.

Easy Games

You'll play with only easy mini-games.

Action Games

You'll play with only action mini-games.

Hard Games

You'll play with only hard mini-games.

Weird Games

You'll play with only weird mini-games.

PARTY MODE TUTORIAL

If you're playing for the first time, you may want to view the tutorial. It teaches you everything you need to know to play like a party champ!



PARTY MODE RULES

In Party Mode, whoever ends the game with the most Stars wins! To get Stars, you have to win mini-games and earn coins. You can then spend your hard-earned coins to buy precious Stars!

Everyone will hit a Dice Block to determine the player order.

Hit the Dice Block to see how many spaces you'll move. If you want to use an Orb, be sure to do it before you hit the Dice Block.

Trigger an event, depending on the type of space you stop on. See pages 16-20 for information on spaces and Orbs.

When all the players have taken their turn, everyone will play a mini-game! See page 21 for more information.

This is how a turn is played. The time of day changes every three turns. After the set number of turns have been played, the game will end and a winner will be announced.

TURN

Before the last five turns, a special event will add a major new game rule to mix things up. You never know what it'll be!



If you chose to play "With Bonus," three bonus Stars will be handed out at the end of the game. These are the bonus Stars you can win:

Mini-game Star: awarded to whoever won the most coins in mini-games.

Orb Star: awarded to whoever used the most Orbs.

Action Star: awarded to whoever stopped on the most ? Spaces.



And the Winner is...



Once all the Stars have been tallied up, a winner is announced. All of the Stars are then deposited in the Star Bank.

★ GAME SCREEN



The background color behind the character portrait changes depending on the color of the space you stopped on.



During a Team Match, the background color indicates your team color.

Current standings are determined by the number of Stars each character has. For example, a player with 1 Star will be ahead of a player with just 99 coins.

★ SPACES



Blue Space

Stop on one of these to get coins.



Red Space

You'll lose coins if you stop on one of these.



Green Space

Stopping on one of these spaces will trigger an event.



Duel Space

Stop here to duel the opponent of your choice in a Duel Mini-game!



DK Space

Stop on this space to visit DK! He'll start all kinds of cool events.



Bowser Space

If you stop on this space, Bowser will crash the party! He'll stir up all kinds of trouble and force you to play his brutal mini-games!



Miracle Space

If you stop here, you'll randomly choose two players that'll have to trade Stars or coins!

★ THE BOARD



Orb Space

Move past one of these spaces to pick up an Orb.



Orb Hut ①

Move across an Orb hut to get a chance to stop and shop. At an Orb hut, you can buy all kinds of useful Orbs. See page 18 for more information.

Fork in the Road ②

Use the Control Stick to choose which way you want to go. Press the A Button to confirm.

Star Space ③

Run to this space to get an opportunity to buy a Star, Stars normally cost 20 coins, but the price can change depending on the board and time of day. Star Spaces and Orb Spaces aren't like other spaces—they don't count against the number of spaces you get to move.

ORBS

All About Orbs



Use Orbs to get to Star Spaces and mess with your rivals! You can throw some Orbs up to five spaces away. However, you can't throw Orbs onto ? Spaces or spaces that players are currently standing on.










Orbs You Use On Yourself

Name	Effect	Cost at Orb hut
 MUSHROOM ORB	Move with two Dice Blocks.	5 coins
 SUPER MUSHROOM ORB	Move with three Dice Blocks.	75 coins
 SLUGGISH SHROOM ORB	The Dice Block will roll slowly.	70 coins
 METAL MUSHROOM ORB	Encase yourself in metal and move without being harmed by rivals' traps.	70 coins
 BULLET BILL ORB	Catch a ride on a Bullet Bill and overtake an opponent to steal 20 coins.	20 coins
 PIPE ORB	Switch places with whoever the wheel of chance chooses!	70 coins
 FLUTTER ORB	Flutter will appear and fly you straight to the Star Space!	30 coins



Orbs You Throw

Name	Effect	Cost at Orb hut
 SPINY ORB	Any opponent who lands on it will lose 10 coins.	5 coins
 GOOMBA ORB	Any foe who lands on it hits a Dice Block that determines how many coins they give you.	70 coins
 PIRANHA PLANT ORB	Any opponent who lands on it must give you half of their coins.	75 coins
 KLEPTO ORB	Any opponent who lands on it will be sent back to the Start Space.	5 coins
 TOADY ORB	Take an Orb from any opponent who lands on it.	5 coins
 KAMEK ORB	If an opponent lands on it, you get one of the Orbs he has placed on the Board.	70 coins
 MR. BLIZZARD ORB	If an opponent lands on it, she'll lose all of her Orbs.	70 coins

TYPES OF ORB SPACES

The space shown on the immediate right will be triggered if a rival passes it. The space on the far right will only trigger if a rival stops on it.



YOU CAN ONLY CARRY THREE ORBS

If you have three Orbs and you want to pick up another one, you'll have to throw one away!



Roadblock Orbs

These Orbs will trigger if they are passed by a rival.

Orb

Control Orb Cost



ANY OPPONENT ORB

10 coins

Any opponent who passes it loses 10 coins.



ANY FOE ORB

5 coins

Any foe who passes it loses five coins for every space he moves past it.



WIND UP ORB

5 coins

Any opponent who passes it will be blown away to another space.



SWALLOW ORB

70 coins

Any opponent who passes it will get swallowed and must stop moving.



HALF THE WAY ORB

70 coins

Any opponent who passes it will gain half the spaces they have left to move.



SWAP PLACES ORB

70 coins

Switch places with any opponent who passes it.



Miscellaneous Orbs

Orb

Control Orb Cost



NO CHOMP ORB

10 coins

Prevents a Chain Chomp from stealing from you one time.
Can't be used or placed.



NO BOWSER ORB

10 coins

Prevents a Bowser from stealing from you one time.
Can't be used or placed.



WASHER WARRIORS

After everyone has taken a turn, it's time to play a mini-game. The type of mini-game you play depends on the type of space each player has stopped on. The winner of the mini-game gets coins!



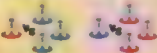
4-Player Mini-game (All players stop on same-colored spaces)



Everyone competes in a frantic mini-game free for all!



1-Vs.-3 Mini-game (One player lands on a different color space)



One player competes against the other three.



2-Vs.-2 Mini-game (Two players land on same-colored spaces)

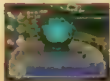


Players team up and work together to win.

1-Vs.-3 Mini-games will not appear in Team Match games.
In 2-Vs.-2 Mini-games, everyone will play on their own team, regardless of the space they stopped on.



THE LAST ONE STANDING



When only five turns remain before the end of the game, Brighton and Tails will give an update on the current standings and add a new rule to the mix. After this point, anytime a player stops on the same space as another player they will immediately duel. Here's a list of rules that may be added:

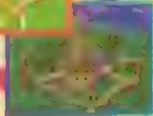
- The number of coins that you get or lose on Blue and Red Spaces will be tripled!
- The player that placed a coin in 10 coins.
- The player that placed a coin will be given five more Character spaces that are scattered around the board!
- A Bowser Revolution will begin!

★ PARTY MODE TWILIGHTS

Party Mode gives you a chance to clash with your friends on a wide range of cool game boards. In Mario Party, the time of day changes every three turns. When this happens, the way you get Stars can change dramatically! Not only that, but some characters and events are only available during certain times of day.

TOWERING TREETOP

This treetop romp is perfect for first-time players! Stars always cost 20 coins on this foliage-filled board. In addition, routes around the board change depending on the time of day.



E. GADD'S GARAGE

Explore Professor E. Gadd's invention-packed garage! Stars always cost 20 coins on this board. In addition, routes around the board change depending on the time of day.

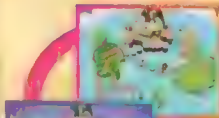
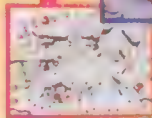


FAIRY SQUARE

Put your luck to the test in this festive town square! Players can buy as many as five Stars from the Star Space, as long as they have enough coins. At night, Twila randomly decides the Star price.

SNOWFLAKE LAKE

Ride around this frozen landscape on the back of a Chain-Chomp. Each player starts with five Stars. Ride Chain-Chomps over your rivals to get more!



AWAY AWAY ISLAND

This tropical cove holds many mystical secrets! If you stop on DK's boat, he'll sell you a Star for 20 coins. Don't stop on Bowser's Battle Yacht, or he'll give you a Shadow Star and steal your valuables!

★ PAUSE MENU

Press START/PAUSE during the game to access the pause menu. From there, you can change some of the game settings.



■ Player Control



You can change the control settings for each character. Pick a character and choose either player or CPU. Use this option when you want to join an ongoing game or stop playing and watch instead.

■ Mini-game Explanation Screen

You can change the settings to view or skip the mini-game explanation screen.

■ CPU Duel Mini-games

You can choose to view or skip Duel Mini-games between two CPU characters.

■ Mini-game Sets

Use this setting to choose which mini-games appear in the game. You can choose either All Games, Easy Games, Hard Games, Action Games, or Weird Games.

■ Rumble Feature

Change the Rumble Feature settings here. You can choose to turn the Rumble Feature on or off.

■ Message Speed

Use this setting to change the speed at which the messages are displayed. Message speed can be set to slow, medium, or fast.

■ Mic

Set the Mic to on, off, or use Controller. If you turn it on, 1 Vs. 3 Mic Mini-games will appear in the game. If you turn it off, no Mic Mini-games will appear. If you select to use Controller, Mic Mini-games will appear but you will play them using the Controller instead of the Mic. See page 29 for more information on using the Controller to play Mic Mini-games.

■ Quit

Use this option to quit the game in progress and return to the mode selection screen. The next time you enter Party Mode, you can continue the game from the last place it was saved. If the game didn't save, you will not be able to continue it.





★ SOLO MODE

In Solo Mode, you can embark on an exciting single-player quest for coins and Stars! The mini-game you play is determined by the type of space you stop on when you move around the board. Because it's so packed with mini-games, playing Solo Mode is a great way to collect lots of mini-games. You can even get Rare Mini-games.

★ RULE SETTINGS

Difficulty/Mini-games

Choose a Character and Partner

Choose a Title

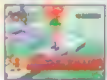
If everything looks good, choose Yes

Start Playing

The three standard difficulty levels are Easy, Normal, and Hard. Choose a difficulty level by clicking on the icon that you want. For more information, see the page 10 of the instruction manual.

★ SOLO MODE TUTORIAL

If you're playing Solo Mode for the first time, it might be a good idea to watch the tutorial. It teaches you everything you need to know.



★ SOLO MODE GAME SCREEN

Number of mini-games you've collected

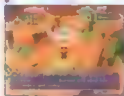
Number of coins you've earned

Number of Orbs you have (maximum of 3)

Number of spaces left to move on the end



★ COLLECTING MINI-GAMES



If you want to end a Solo Mode game early, choose to "Call It Quits."

Unlike Party Mode Boards, Solo Mode boards are one-way paths that have an end. If you walk past the last space, you lose all the coins and mini-games you've collected along the way. If you stop on the Rare Mini-game Space, or call it quits early to keep the mini-games you've earned, you will then be able to play them in Mini-game Mode. If you end the game without walking over the edge of the board, you may win bonus Stars depending on how well you did. Brighton will give you Stars in exchange for any coins you've collected and store them in the Star Bank for you.

★ SPACES

In Solo Mode, the type of space you stop on determines the kind of mini-game you'll play.



MINI-GAME SPACE

1 Player Mini-game



MINI-GAME SPACE

2 vs 2 Mini-game



MINI-GAME SPACE

1 vs 3 Mini-game



BATTLE MINI-GAME SPACE

Battle Mini-game



RARE MINI-GAME SPACE

If you stop on the last space on the board, stop here to end the game and get a Rare Mini-game!



BOWSER SPACE

If you stop here, Bowser will appear and challenge you to a mini-game. If you lose, he'll steal your coins and mini-games!



DUEL MINI-GAME SPACE

If you stop here, Bowser will challenge you to a Duel Mini-game. If you stop here,





? SPACE

You never know what'll happen if you stop on one of these.



The following two Orbs appear in Solo Mode.

Orb	Name and effect
	SLUGGISH MUSHROOM ORB The Dice Block will roll slowly.
	CURSED MUSHROOM ORB The Dice Block will only cycle from 1 to 3

★ SOLO MODE GAME BOARDS

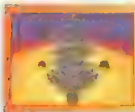


Thirsty Gulch

This sunbaked board features lots of 2-Vs-2 Mini-game Spaces. If you stop on a ? Space, you'll cause a landslide that will send you back toward the Start Space. That may sound bad, but it's actually good news if you're trying to earn more mini-games and coins!

Astro Avenue

Take a stellar stroll on this cosmic board that's packed with 1-Vs-3 Mini-game Spaces. Stop on the ? Space to rocket your way closer to the end of the board.



Infernal Tower

Beware of Bowser's brutal tower! This board has lots of 4-Player Mini-game Spaces. Stop on the ? Space to get a Chain Chomp to take you back to the Start Space.



MIC MODE



★ THREE WAYS TO PLAY

Mic Mode is an all new mode you play using the Nintendo GameCube Mic! Before you play with the Mic for the first time, be sure to check out page 41 and read about how to use it. Mic Mode features three fun ways to play!

SPEAK UP

page **30**

Square off against your friends in this verbal quiz show. Choose from five quiz categories and say your answers into the Mic. Up to four players can play, but at least two are required.

STAR SPRINT

page **32**

Use the Mic to order your character to pick up a Star, avoid obstacles, and sprint to the goal! Only one player can play Star Sprint at a time.

MIC MINI GAMES

page **33**

Here, you can play all the 1-Vs-3 Mic Mini games you want! You can play with up to four human players. One player plays with the Mic while the other three play with Controllers.

USE CONTROLLER

You can play any game in Mic Mode using the Controller. To do this, go to Option Mode and set the Mic to use Controller. Once you've changed the Mic to use Controller, simply press the R Button during a Mic Mini-game to display a menu of available commands. Use the Control Stick to move the cursor to the command you want to enter and press the A Button to confirm your selection.



★ SPEAK UP

Speak Up is a game show that's played with the sound of your voice. When two players are playing the game, it will last 10 questions. With three players, the game will last 15 questions. With four players, the game will last 20 questions. Whoever has earned the most points at the end wins!

How to Play

Pick a Category

There are five quiz categories to choose from:

Picture Quiz
Memory Quiz
Variety Quiz
Comparison Quiz

A Question Is Asked

Whoever chooses the quiz category will be prompted to choose how many points to ask for. The points awarded depend on how many times you get the right answer.

If you answer incorrectly...

Lightning Round

If the first player answers incorrectly, the remaining players get a chance to answer the question by pressing the A Button. Whoever presses the button first gets to answer. If the next person also answers incorrectly, the game will move to the next question.



The Player Icon shows who can answer the question.

This icon indicates when you use the Mic.

Harder Questions Mean More Points



Quiz questions range in difficulty from one to five stars. To attempt harder questions, you must first answer easier questions in that category. The more difficult the question, the more time you will have to answer it. Any time remaining on the timer when you get the right answer will be converted into points and added to your score.

Panels

Special panels are hidden throughout the game board and may appear when you choose a question. Each panel has a different effect. For example, a Mushroom Panel gives you the opportunity to earn double the usual points if you get the right answer on the next question.

Bowser Takeover

Bowser has been known to take over Speak Up. The nasty villain may turn things upside down if you're lagging behind the competition. You may be able to find a way to use Bowser's crazy takeover to your advantage.

Character Name Answers



Some questions will ask you to identify a character and say their name into the Mic. To brush up on the names of the characters in Mario Party, watch the character introduction at the very beginning of Speak Up.

Pause Screen



Press START/PAUSE during the game to reach the pause screen. From there, you can press the Y Button to quit Speak Up.

Hints

If you get stumped by a question and don't know the answer, say "Give me a hint" to get a hint. Hints are only available the first time a question is asked.

★ STAR SPRINT

Use the Mic to control your character in this side-scrolling action game. Before you can play, choose the character you want to play along with three partners. The goal of the game is to sprint with the Star to the finish line. If you reach the end, your Star will be stored in the Star Bank. The faster you get to the finish line, the more Stars you'll earn!

Star Sprint Stages

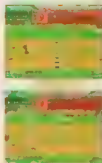


You'll start with two Star Sprint stages: Meadow Road and Dark Path. You can buy the final Star Sprint stage at the Star Bank.

Game Screen

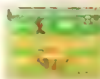


Voice Commands



GRAB THE STAR AND RUN

To win, you'll have to carry the Star to the finish line. Say "grab the Star" to pick up the Star, and then say "run" to start moving. You can't go anywhere without the Star. If you drop it, be sure to say "grab the Star" again to pick it up as soon as you can move. Keep saying "run" while you're moving to fill your Speed Meter up to four levels. Be sure to space out your words when speaking voice commands, or the game won't understand you.



ACTION COMMANDS

Speak commands into the Mic to avoid obstacles. Say "jump" to leap over pits, traps, and impediments. To change lanes, say "move down" or "move up." Say "freeze" to stop and "reverse" to go backwards. Give the right orders quickly to reach the finish line.

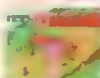
Calling for Backup

Your Partners



You'll need help from your friends to pass the toughest obstacles. To call for help, just say "Mate, Party!" and your partners will come to your aid. You'll have to say commands to tell them how to help. The commands you need to say will appear in the guide message box.

Mic Icon



The Mic icons in the lower right corner will light up as you say commands. Once all the icons have been lit up, a special command will appear in the center of the screen. Say that special command to supercharge your partners. The icons will eventually begin to fade. Quickly say the command to stop them from fading.

Calling for Backup

Power ups

Dash Pad

Run over a Dash Pad to speed up for a short time.



Metal Mushroom

Encase your character in metal! Not only will you move faster, but you'll also be able to crash through obstacles without slowing down.

🎮 MIC MINI-GAMES

There are five Mic Mini-games you can play in this mode. All of these mini-games are 1 vs. 3 Mini-games—one player plays with the Mic, while the others play with Controllers. See page 38 for a list of the Mic Mini-games. For more information about playing Mic Mini-games, please refer to the rules for each mini-game.



If you turn the Mic on in Option Mode, Mic Mini-games will appear while you play Party Mode and Solo Mode.

MINI-GAME WISE

SETTINGS

In Mini-game Mode, up to four players can play a lot of the mini-games you've collected in Party Mode and Solo Mode.

Choose the Number of Players

Choose Characters

Choose the Desired Mode

Confirm Your Selection

Start Playing!



You can play Mini-games in Mic Mode. See page 33 for more information.

SIX WAYS TO PLAY

Mini-game Mode features six fun ways to play all the mini-games you've collected in Party Mode and Solo Mode. To play Mini-games, you need to go to Mic Mode. For more information about Mic Mode, see page 29.

MINI-GAME TOUR

Hop on board the Mini-game Tour Bus and play any game you've collected! Press the L and R Buttons to scroll through the types of mini-games.
Mini-game tour

Before You Can Play

To play the Mini-game Tour, you must have collected at least one mini-game.

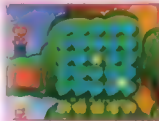


BATTLE BRIDGE

Play mini-games in a mad scramble to cross Battle Bridge first! Before you can play, you'll need to choose the number of mini-game victories needed to cross the bridge and win. You can play either a three, five, or seven mini-game match. Each mini-game victory will get you closer to the other side of the bridge. You can choose to play 4 Player, 1-Vs-3, or 2-Vs-2 Mini-games.

Before You Can Play

To play Battle Bridge, you must have collected at least one 4-Player Mini-game, one 1-Vs-3 Mini-game, and one 2-Vs-2 Mini-game (excluding Bonus Mini-games and Mic Mini-games).



TREETOP BINGO

In Treetop Bingo, your goal is to win mini-games to complete rows of spaces on your Bingo board! Before you play, you'll need to set the number of completed rows needed to win. After winning a mini-game, you can choose a space to claim. Each time you choose a space to uncover, that space is also uncovered on everyone else's Bingo board. Be careful not to accidentally help your rivals win!

Before You Can Play

To play Treetop Bingo, you must have collected at least one 4-Player Mini-game (excluding Bonus Mini-games).

TOURNAMENT DUEL

Four players pair off and compete in Duel Mini-games to climb the massive mountain and win the tournament!

Before You Can Play

To play Tournament Duel, you must have collected at least one Duel Mini-game.





Before You Can Play

To play at Decathlon Park, you must have collected the following 10 mini-games.

- Smashdance
- What Goes Up...
- Circuit Maximus
- Snow Whirted
- Note to Sell
- Poky Punch-out
- Sunday Drivers
- Throw Me a Bone
- Hyper Sniper
- Stamp By Me



Before You Can Play

To play Endurance Alley, you must have unlocked it and collected at least one 4 Player Mini-game, one 1 Vs. 3 Mini-game, and a Duel Mini-game (excluding Bonus Mini-games and Mic Mini-games).

DECATHLON PARK

At Decathlon Park, you'll compete in 10 intense mini-game events and battle for overall points! Whoever has the most points after 10 mini-games is the champion!

ENDURANCE ALLEY

See how many mini-games you can win in a row in this grueling solo journey!



MINI-GAME LIST



4-PLAYER MINI-GAMES

- Smashdance
- Quid Card Out
- Exchange Frame
- What Goes Up
- Remote Getaway
- Circuit Maximus
- Snow Whirted
- Snow Whirted



- Dull Ruffs
- Tricky Trees
- Treasure Trailers
- Memory Lane
- Minutemen
- Cannonball Fun
- Note To Self
- Samey Lame

- 10 Leapers
- Super Scooper
- Pump Ease Artist
- Poky Punch-out
- Monkey Bait
- Sunday Drivers
- Throw Me a Bone



Bonus Mini-game

★ Action Games ★ Hard Games ★

1-VS.-3 Mini-GAMES

● Cash Flow*	●	●	●	●
● Sink or Swim			●	
● Snow Brawl	●	●		
● Ball Dozers			●	
● Surge and Destroy	●	●	●	●
● Pop Star	●		●	
● Stage Fright	●	●		
● Conveyor Bolt	●	●		●
● Crate and Peril	●	●	●	●
● Ray of Fright		●		●
● Dust 'til Dawn	●		●	

* Bonus Mini-game



- Verbal Assault*
- Shoot Yer Mouth Off*
- Talkie Walkie*
- Word Herd*
- Fruit Talktail*

* Mic Mini-game

2-VS.-2 Mini-GAMES

● Garden Grab			●	
● Pixel Perfect	●	●		●
● Slot Trot	●			
● Gondola Glide	●		●	
● Light Breeze			●	●
● Body Builder			●	●
● Mole-it	●	●		
● Cashapult*	●	●	●	●
● Jump the Gun	●			●
● Rocky Road	●			
● Clean Team			●	
● Burnstile	●		●	

* Bonus Mini-game



Battle Mini-GAMES

● Hyper Sniper	●		●		
● Insectiride	●		●		
● Stamp By Me	●	●			
● Wrasslin' Rapids				●	
● Strawberry Shortfuse				●	●
● Control Schtick		●			●

DUEL Mini-GAMES

● Light Up My Night				●	
● Cog Jog			●		
● Black Hole Boogie			●	●	
● Full Tilt		●			
● Sumo of Doom-o				●	
● O-Zone					●
● Pitfall		●			
● Mass Meteor		●			●
● Lunar-tics			●		●
● T Minus Five					●
● Asteroid Rage				●	
● Boo'd Off the Stage				●	●
● Boonanza				●	●
● Trick or Tree				●	●
● Something's Amist					●

EEK! Mini-GAMES

● Yally Me Banana					
● Banana Shake					
● Pier Factor					



BOWSER Mini-GAMES RARE Mini-GAMES

● Pit Boss					
● Dizzy Rotisserie					
● Dark 'n Crispy					

● Seer Terror					
● Block Star					
● Lab Brats					
● Dunk Bros.					



Star Bank



★ BUYING ITEMS

With the Stars you've collected, you can buy all kinds of cool stuff at the Star Bank!



Option Mode



Mic Settings: Set the Mic to on, off, or use Controller. If the Mic is turned on, Mic Mini-games will appear in Party Mode. If the Mic is turned off, Mic Mini-games won't appear and you won't be able to play Mic Mode. If the Mic is set to use Controller, you'll be able to play Mic Mode and Mic Mini-games in Party Mode with a Controller.

Rumble Feature: Turn the Controller Rumble Feature on or off.

Sound Settings: Set the game sound to stereo, mono, or surround.

Mini-games: See which games are in each set of mini-games.

Records: View records for boards and mini-games, along with Solo Mode bonuses and records for Decathlon Park, and Endurance Alley.

Sounds: Listen to music and character voice samples. Use the L and R Buttons to scroll through sections and use the Control Stick to pick the music or voice sample you want to hear. You can buy additional sound sets at the Star Bank.

Mic Test: Check to see if your Mic is working properly.

Progressive Scan Mode

This game can be set to display a higher resolution image on TVs that support progressive scan mode (such as EDTV, HDTV). To use the progressive scan mode, you need a TV that can accept this type of input (see your TV operation manual), and a Nintendo GameCube Component Video Cable (available only through Nintendo, visit www.nintendo.com or call 1-800-255-3700). To activate, press and hold the B Button while the Nintendo GameCube logo is being displayed until the message "Do you want to display the game in progressive mode?" appears. Select YES to activate the mode. Please note that on some TVs, activating the progressive scan mode will set the format of the image to a wide screen (16:9) format.



The Nintendo GameCube Mic



Mic Unit

Controller Plug



Insert the Controller Plug into Slot B on the front of the Nintendo GameCube. Make sure the plug is fully inserted into Slot B up to the line on the top of the card.

When inputting voice or sound, make sure the top of the microphone is pointed at the sound source. Don't quickly repeat voice commands—it can cause the game to misunderstand you. Always speak clearly and wait a few moments between speaking voice commands.



The microphone button must be pushed when inputting sound. Review the game control section of the manual for instructions.

If the game does not respond to the microphone, check the following:

- Make sure the Controller Plug is inserted all the way into the slot.
- Review the game control section of the manual to be sure you are inputting sound at the correct time.
- Make sure you are talking loud enough, or that the top of the microphone is close enough to the source of sound.

NOTE: Excessive or loud background noise may make the game respond to the microphone. If necessary, move to a quieter area.

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EEI-4

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